WHAT IS CLAIMED IS:

1.   A data synchronization method in multiplayer network games, comprising:

a first step of detecting data having a varied attribute from data constructing objects, according to logic of a game operated in a first client, said objects being belong to the first client; and

a second step of extracting varied contents of the detected data, segmenting the contents into packets, and transmitting the packets to a second client,

wherein the first and second steps are carried out by modules independent of each other.

2.   The data synchronization method as claimed in claim 1, wherein the first step discriminates the data having a varied attribute from data constructing the objects.

3.   The data synchronization method as claimed in claim 1, wherein the packets of the second step are transmitted using at least one of dead reckoning technique, forward error correction technique, reliable transmission technique based on negative acknowledge (NACK) and reliable transmission technique based on acknowledge (ACK) or a combination of these techniques.

4.   The data synchronization method as claimed in claim 3, wherein the second step makes the first and second clients share information about their objects to synchronization data of the first client with data of the second client.

5.   A system for peer-to-peer (P2P) network games, comprising:

a plurality of clients in which an application program for a P2P network game is operated to execute the network game according to game logic; and

a game server for mediating the network game among the clients,

wherein the application program includes a game processing module that defines objects used in the game to execute the game and manages variations in attributes of the objects, and a communication module that takes charge of communication between the game server and the clients and among the clients and, when there is a variation in the attributes of the objects, extracts varied contents to transmit them in unit of packets to the clients participating in the game.

6.   The system as claimed in claim 5, wherein each of the clients includes an object database (DB) for storing data constructing the objects, and the communication module makes the clients participating in the game share their object DBs to synchronize data of the clients.

7.   The system as claimed in claim 6, wherein the communication module transmits packets using at least one of dead reckoning technique, forward error correction technique, reliable transmission technique based on negative acknowledge (NACK) and reliable transmission technique based on acknowledge (ACK) or a combination of these techniques.